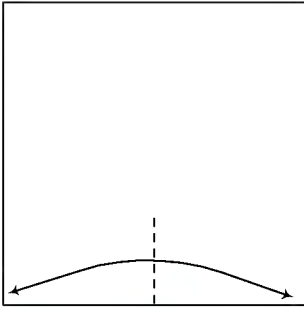
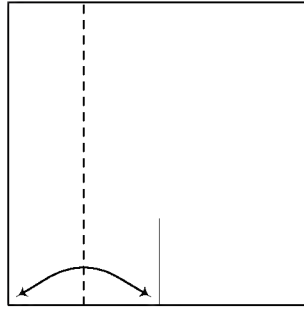


Cookie Monster

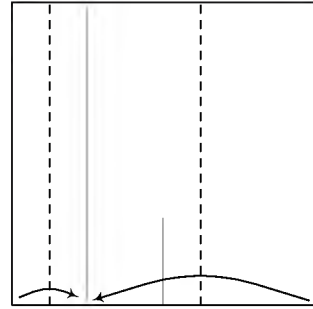
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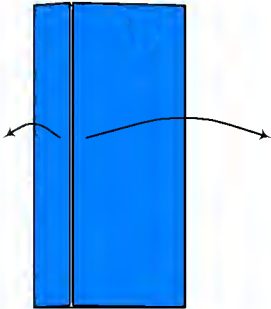
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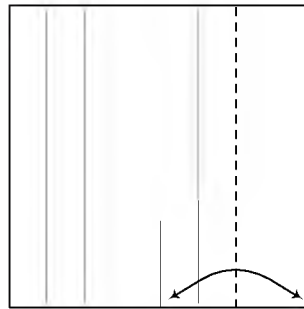
3



4

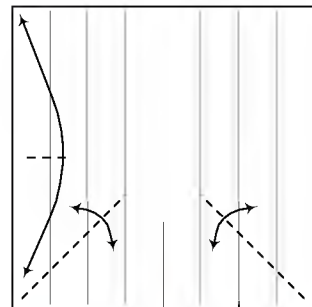


5



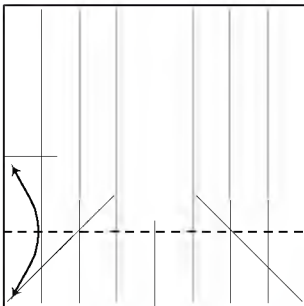
Repeat steps 2-4 on the opposite side

6

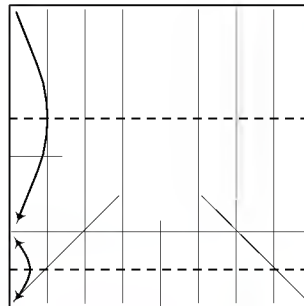


More pre-creasing

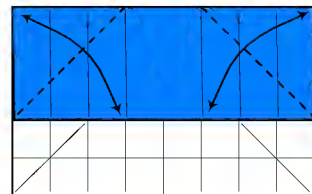
7



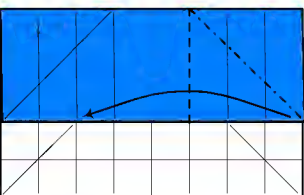
8



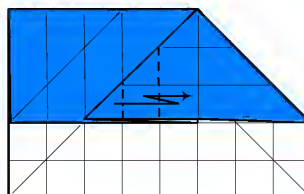
9



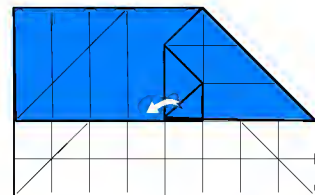
10



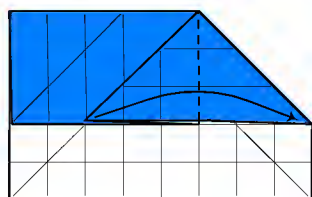
11



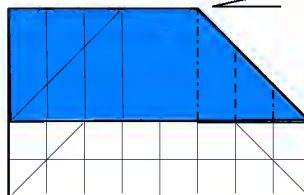
12



13

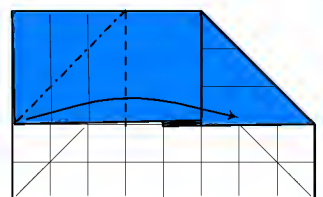


14



3 Inside reverse folds

15

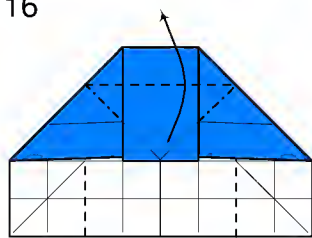


Repeat steps 10-14 on the left side

Designed and diagrammed by R.Glynn © August 1999

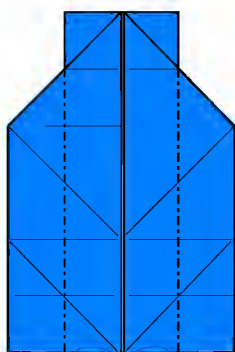
Cookie Monster

16



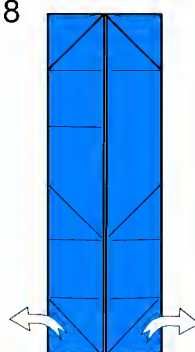
Petal fold

17



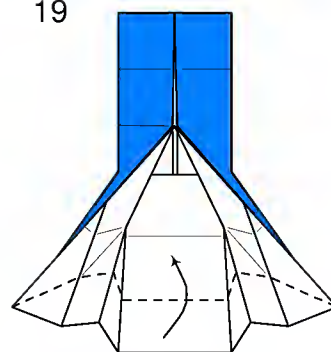
Closed-sink the sides

18



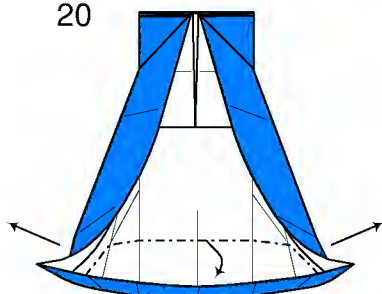
Fan out the layers -
do not flatten

19



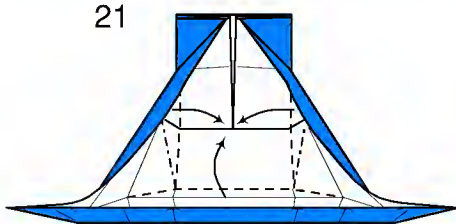
Valley fold, stretching
the sides wider apart

20



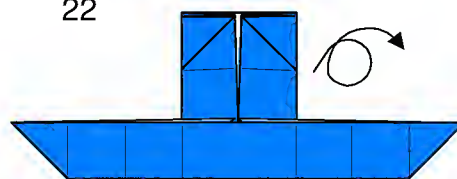
Mountain fold the next
segment

21



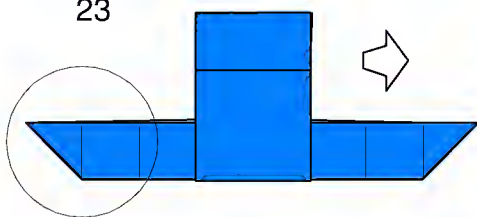
Valley fold the final section to
flatten the model

22

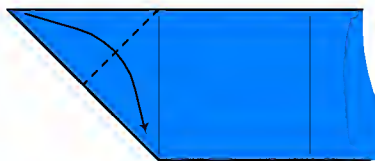


Turn over

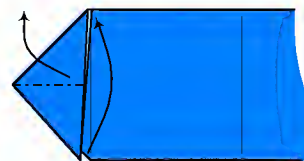
23



24



25

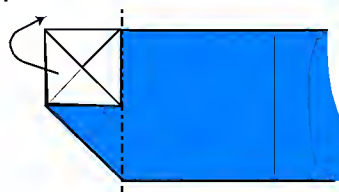


Squash fold

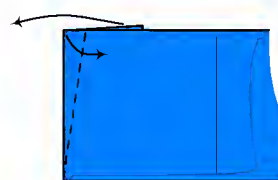
26



27



28

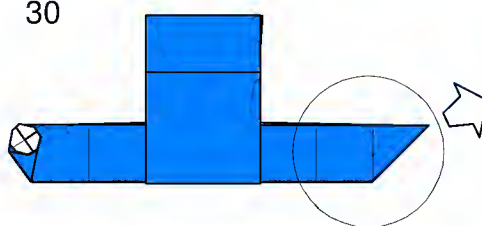


29

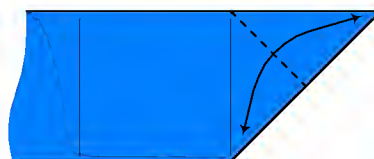


Make 4 small mountain folds
to form the 'Cookie'

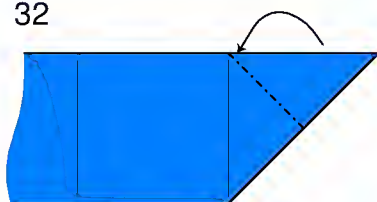
30



31

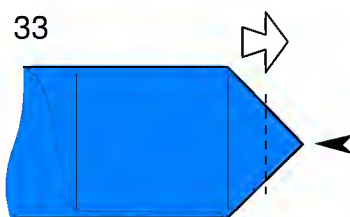


32



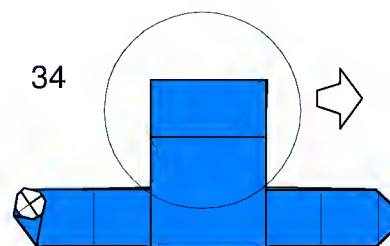
Inside reverse fold

33



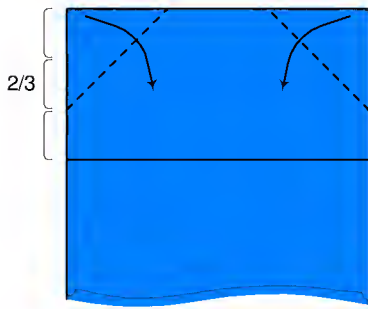
Inside reverse fold

34

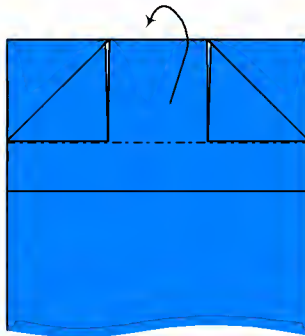


Cookie Monster

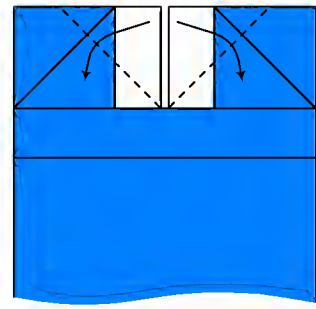
35



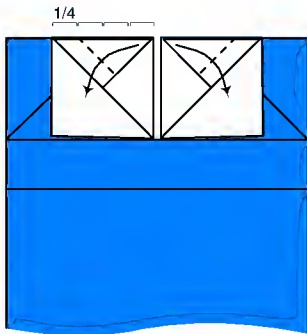
36



37

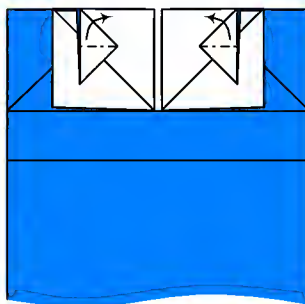


38

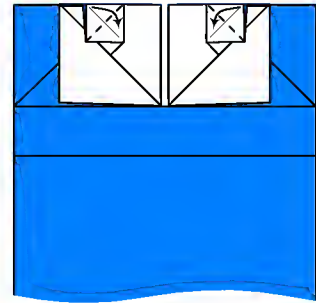


Fold a single layer down inside the model

39

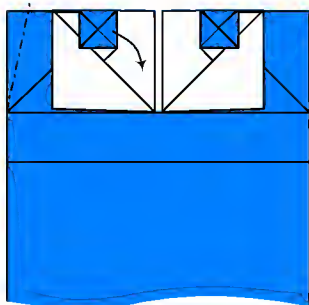


40



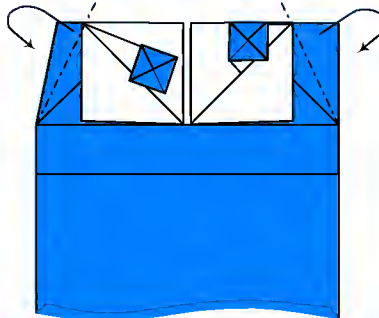
Squash folds

41

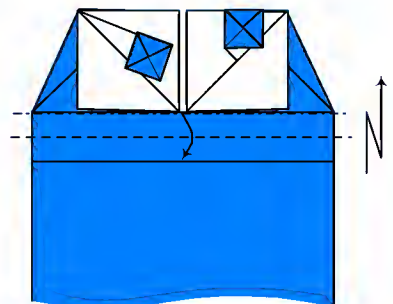


Swivel one of the pupils to make the eyes uneven

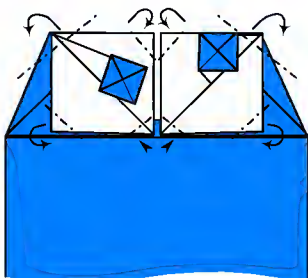
42



43



44



Round off the eyes

45



Make the body 3D adding a gentle curve to the mouth

46



Simple valley and mountain folds to angle the arms

47



Tuck the corner of the arms inside the side of the model, pinch the hands to form fingers

